

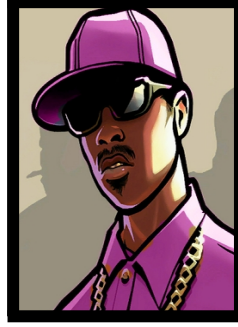
MAIN PLAYER CARDS



Name of Gang:
**GROVE ST.
FAMILIES**

Location:
**GREEN
SAFEHOUSE**

MISSION
CARD



Name of Gang:
BALLAS

Location:
**PURPLE
SAFEHOUSE**

MISSION
CARD

MAIN PLAYER CARDS (BACK)

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

PLAYER CARDS SET 1



GENERIC JUNKY

Location: PUB A

Cost to Hire: \$2,000

MISSION
CARD

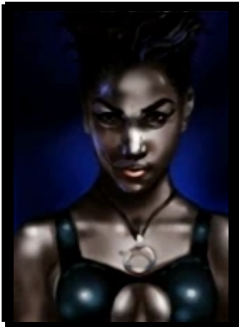


Name: LESTER

Location: CLUB A

Cost to Hire: \$10,000

MISSION
CARD

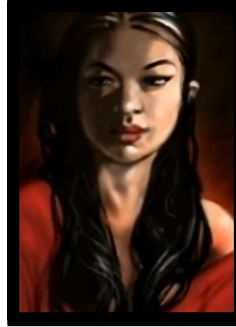


Name: DIVINE

Location: CLUB A

Cost to Hire: \$10,000

MISSION
CARD



Name: MIKKI

Location: CLUB B

Cost to Hire: \$20,000

MISSION
CARD

PLAYER CARDS SET 1 (BACK)

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

PLAYER CARDS SET 2

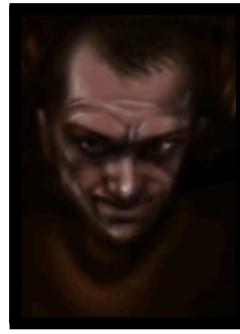


Name: **BUBBA**

Location: **CLUB B**

Cost to Hire: **\$20,000**

MISSION
CARD



Name: **KIVLOV**

Location: **CLUB B**

Cost to Hire: **\$20,000**

MISSION
CARD

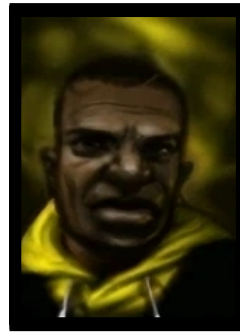


Name: **TRAVIS**

Location: **PUB B**

Cost to Hire: **\$30,000**

MISSION
CARD



Name: **TROY**

Location: **PUB B**

Cost to Hire: **\$30,000**

MISSION
CARD

PLAYER CARDS SET 2 (BACK)

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

WEAPON
CARD

SECONDARY
CARD

<u>KNUCKLE DUSTER</u> 	<u>POWER</u> 2
	<u>RANGE</u> 1
<u>BASEBALL BAT</u> 	<u>POWER</u> 2
	<u>RANGE</u> 2
<u>KNIFE</u> 	<u>POWER</u> 3
	<u>RANGE</u> 1
<u>PISTOL</u> 	<u>POWER</u> 4
	<u>RANGE</u> 4
<u>UZI</u> 	<u>POWER</u> 5
	<u>RANGE</u> 4

<u>KNUCKLE DUSTER</u> 	<u>POWER</u> 2
	<u>RANGE</u> 1
<u>BASEBALL BAT</u> 	<u>POWER</u> 2
	<u>RANGE</u> 2
<u>KNIFE</u> 	<u>POWER</u> 3
	<u>RANGE</u> 1
<u>PISTOL</u> 	<u>POWER</u> 4
	<u>RANGE</u> 4
<u>UZI</u> 	<u>POWER</u> 5
	<u>RANGE</u> 4

WEAPON CARDS (BACK)



<p><u>AK-47</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>FLAMETHROWER</u></p> 	<p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>1</p>
<p><u>SNIPER RIFLE</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>10</p>

<p><u>AK-47</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>FLAMETHROWER</u></p> 	<p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>1</p>
<p><u>SNIPER RIFLE</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>10</p>

WEAPON CARDS (BACK)










<u>GRENADE LAUNCHER</u> 	<u>POWER</u> 9 <u>RANGE</u> 4
<u>MASAMUNE</u> 	<u>POWER</u> 10 <u>RANGE</u> 1
<u>PISTOL</u> 	<u>POWER</u> 4 <u>RANGE</u> 4
<u>UZI</u> 	<u>POWER</u> 5 <u>RANGE</u> 4
<u>AK-47</u> 	<u>POWER</u> 5 <u>RANGE</u> 5

<u>GRENADE LAUNCHER</u> 	<u>POWER</u> 9 <u>RANGE</u> 4
<u>MASAMUNE</u> 	<u>POWER</u> 10 <u>RANGE</u> 1
<u>PISTOL</u> 	<u>POWER</u> 4 <u>RANGE</u> 4
<u>UZI</u> 	<u>POWER</u> 5 <u>RANGE</u> 4
<u>AK-47</u> 	<u>POWER</u> 5 <u>RANGE</u> 5

WEAPON CARDS (BACK)




<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>ROCKET LAUNCHER</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	<p><u>POWER</u></p> <p>11</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>MAGIC 8-BALL</u></p>  <p><u>SECONDARY WEAPON CARD</u></p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>1</p>
<p><u>BODY ARMOUR</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>-</p>

<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>ROCKET LAUNCHER</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	<p><u>POWER</u></p> <p>11</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>MAGIC 8-BALL</u></p>  <p><u>SECONDARY WEAPON CARD</u></p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>1</p>
<p><u>BODY ARMOUR</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>-</p>

WEAPON CARDS (BACK)



<u>KNUCKLE DUSTER</u> 	<u>POWER</u> 1
	<u>RANGE</u> 1
<u>BASEBALL BAT</u> 	<u>POWER</u> 1
	<u>RANGE</u> 2
<u>KNIFE</u> 	<u>POWER</u> 2
	<u>RANGE</u> 1
<u>PISTOL</u> 	<u>POWER</u> 4
	<u>RANGE</u> 3
<u>UZI</u> 	<u>POWER</u> 5
	<u>RANGE</u> 4

<u>KNUCKLE DUSTER</u> 	<u>POWER</u> 2
	<u>RANGE</u> 1
<u>BASEBALL BAT</u> 	<u>POWER</u> 2
	<u>RANGE</u> 2
<u>KNIFE</u> 	<u>POWER</u> 3
	<u>RANGE</u> 1
<u>PISTOL</u> 	<u>POWER</u> 3
	<u>RANGE</u> 4
<u>UZI</u> 	<u>POWER</u> 4
	<u>RANGE</u> 5

WEAPON CARDS (BACK)



<p><u>AK-47</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>6</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>FLAMETHROWER</u></p> 	<p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>2</p>
<p><u>SNIPER RIFLE</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>10</p>

<p><u>AK-47</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>4</p>
<p><u>FLAMETHROWER</u></p> 	<p><u>POWER</u></p> <p>8</p> <p><u>RANGE</u></p> <p>2</p>
<p><u>SNIPER RIFLE</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>8</p>

WEAPON CARDS (BACK)








<p><u>GRENADE LAUNCHER</u></p> 	<p><u>POWER</u></p> <p>9</p> <p><u>RANGE</u></p> <p>4</p>
<p><u>MASAMUNE</u></p> 	<p><u>POWER</u></p> <p>11</p> <p><u>RANGE</u></p> <p>2</p>
<p><u>PISTOL</u></p> 	<p><u>POWER</u></p> <p>3</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>UZI</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>4</p>
<p><u>AK-47</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p>

<p><u>GRENADE LAUNCHER</u></p> 	<p><u>POWER</u></p> <p>9</p> <p><u>RANGE</u></p> <p>4</p>
<p><u>MASAMUNE</u></p> 	<p><u>POWER</u></p> <p>10</p> <p><u>RANGE</u></p> <p>2</p>
<p><u>PISTOL</u></p> 	<p><u>POWER</u></p> <p>4</p> <p><u>RANGE</u></p> <p>4</p>
<p><u>UZI</u></p> 	<p><u>POWER</u></p> <p>4</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>AK-47</u></p> 	<p><u>POWER</u></p> <p>5</p> <p><u>RANGE</u></p> <p>5</p>

WEAPON CARDS (BACK)



<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>6</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>ROCKET LAUNCHER</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	<p><u>POWER</u></p> <p>11</p> <p><u>RANGE</u></p> <p>5</p>
<p><u>MAGIC 8-BALL</u></p>  <p><u>SECONDARY WEAPON CARD</u></p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>1</p>
<p><u>BODY ARMOUR</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>-</p>

<p><u>M-60</u></p> 	<p><u>POWER</u></p> <p>6</p> <p><u>RANGE</u></p> <p>6</p>
<p><u>SHOTGUN</u></p> 	<p><u>POWER</u></p> <p>7</p> <p><u>RANGE</u></p> <p>3</p>
<p><u>ROCKET LAUNCHER</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	<p><u>POWER</u></p> <p>12</p> <p><u>RANGE</u></p> <p>4</p>
<p><u>MAGIC 8-BALL</u></p>  <p><u>SECONDARY WEAPON CARD</u></p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>1</p>
<p><u>BODY ARMOUR</u></p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p>	<p><u>POWER</u></p> <p>-</p> <p><u>RANGE</u></p> <p>-</p>

WEAPON CARDS (BACK)



COURIER MISSION CARDS (FRONT)

OUR #1 CUSTOMER

An important shipment has just come in and this is for our most important customer who keeps this operation well paid so don't fuck it up, who knows he may even let you do some work for him....

Mission Objectives

1. Go to "Building Square: Docks" and wait till next turn
2. Go to "Building Square: CMB" to Complete this Mission

Reward
\$2,000

Bonus
Draw a "CMB Mission Card" for free
before leaving (Optional)

INSTA-GRAM DELIVERIES

We got a lot of Packages that need to be delivered ASAP. Doesn't matter how you go about it as long as you get it done!

Mission Objectives

1. In no particular order go to every "Building Square" on this list to complete this mission.

~ Club A ~ Club B

~ Pub A ~ Pub B

Reward
\$5,000

Bonus
Upon Completion you can hire a Recruit at
half price before leaving (Optional)

KENDO'S SHIPMENT

A shipment has arrived and the whole city has been waiting on this to resume business negotiations so don't fuck it up, who knows he may even give you first dibs....

Mission Objectives

1. Go into the Docks Building Square and wait till next turn
2. Go into Kendo's Gun Store Building Square to Complete this Mission

Reward
\$2,000

Bonus
\$3,000 Weapon Card Voucher
Must be Used before leaving

INSTA-GRAM DELIVERIES

We got a lot of Packages that need to be delivered ASAP. Doesn't matter how you go about it as long as you get it done!

Mission Objectives

1. In no particular order go to every "Building Square" on this list to complete this mission.

~Apartments 1

~ Apartments 2

~ Apartments 3

~ Apartments 5

~ Park Area
(Walk around
the whole Park)

Reward
\$10,000

COURIER MISSION CARDS (BACK)



CMB MISSION CARDS (FRONT)

ROCK THE BLOCK

Shit ain't moving as fast as usual, people are startin' to kick it,,, maybe they listenen' to too much B.D.P. or maybe even found J.C.... either way, go remind these X-fiends what they missin! And Don't come back till the you fed the Whole Block! Oh ye,and make sure you take out any competition movin' on my streets!

MISSION OBJECTIVES

1. You must complete a full lap around the Block finishing back on the CMB Arrow Square without missing any Footpath Squares.

MISSION CONDITIONS

You can not change direction once started

You can not step on any road square

REWARD

\$15,000

LOCK, STOCK AND 1 BIG BLOCK

We holding too much product on every corner of the block and word got out, Ive arranged to have it all relocated but its gonna take time for my crew to arrive so your gonna have to make sure no one gets access to any of the apartments.... There's a lot of money riding on this....

MISSION OBJECTIVES

1. Make sure no one enters the Block for more then 2 consecutive turns

2. This Mission will be Completed after 5 turns

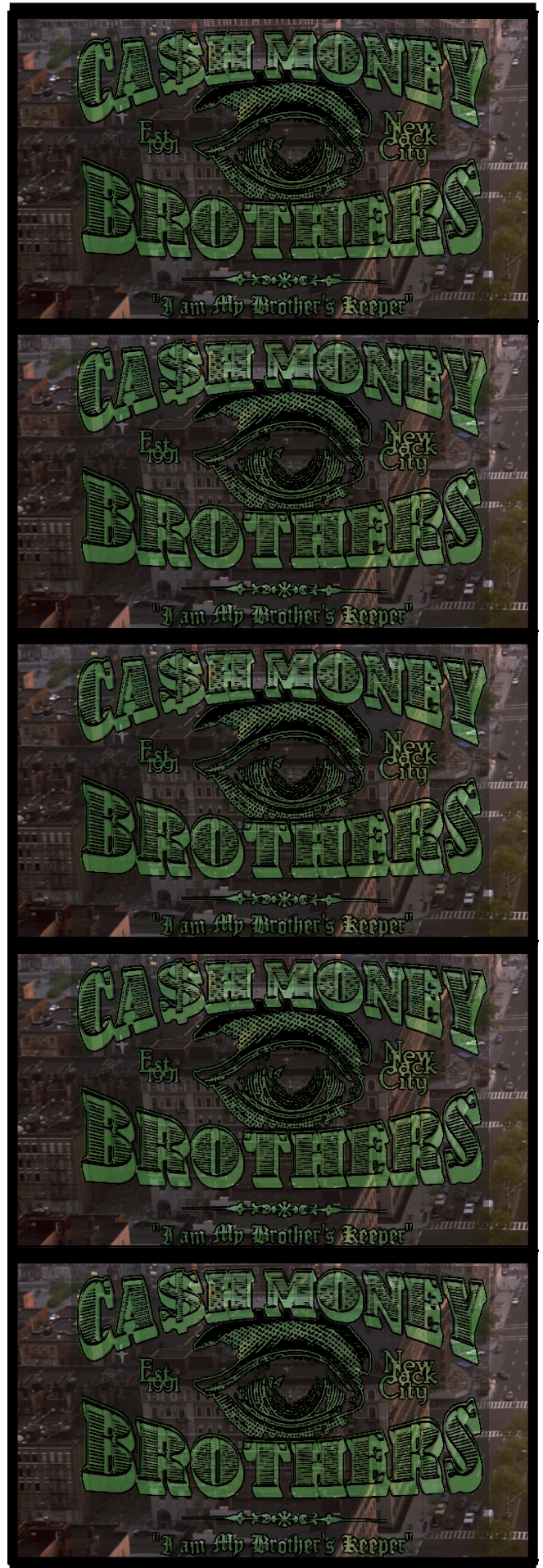
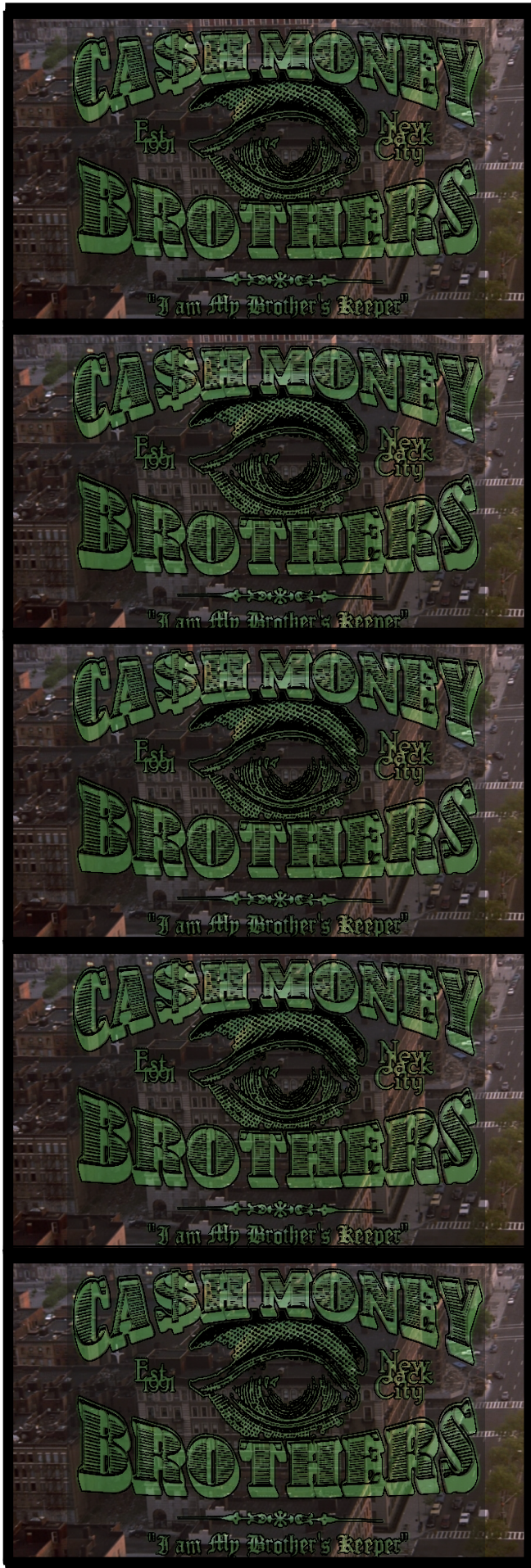
MISSION CONDITIONS

The other Player will have the opportunity to claim this Reward if they can Occupy any apartment Building Square for 2 consecutive turns and leave safely

REWARD

\$15,000

CMB MISSION CARDS (BACK)



F.I.B. MISSION CARDS (FRONT)

CRACK EPIDEMIC

Meet Micky Barns at the park and follow his instructions! But be careful as Local Law Enforcement aren't aware of his affiliation to the agency and are watching him closely

Mission Objectives

1. Meet Micky Barns at the Park
2. Go to "Docks Building Square" and wait till next turn
3. Go to "CMB Building Square"

Mission Conditions

Cops Target you as soon as as you enter the Park

Reward
\$25,000

Bonus
Draw a "CMB Mission Card" for free
before leaving (Optional)

DIVIDE & CONQUER II

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! Get a Taxi and do a driveby on a rival Gang Member to fan the flames! Dont worry we have an Agent working as a cab driver so it will not cost anything.

Mission Objectives

1. Get a Taxi
2. Whilst in a Taxi enter a Battle Phase and Win.

Mission Conditions

Taxis will be free to use whilst holding this Mission Card

Reward
\$20,000

DIVIDE & CONQUER I

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! To spread Paranoia and spark up new tensions you must target an enemy gang member and plant fake evidence so that they defect and join your Gang out of fear this will lead to full spread Paranoia

Mission Objectives

1. Target and kill an Enemy Gang Member/Recruit

Mission Conditions

If Opponent has no Recruited Gang Members then this

Mission is Failed

Reward
\$15,000

Bonus
The Enemy Gang Member will now be
in your Gang and go to your Hideout.

DIVIDE & CONQUER III

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! Go to Kendos and collect the Weapons Crate then Make sure you deposit arms at Every Project Building in the City.

Mission Objectives

1. Go to Kendos
2. In no particular order go to every "Building Square" on this list to complete this mission.

Reward
\$10,000



Bonus
Go back to Kendo's to receive a free
Weapon Card of a value of \$30,000 or less.

F.I.B. MISSION CARDS (BACK)

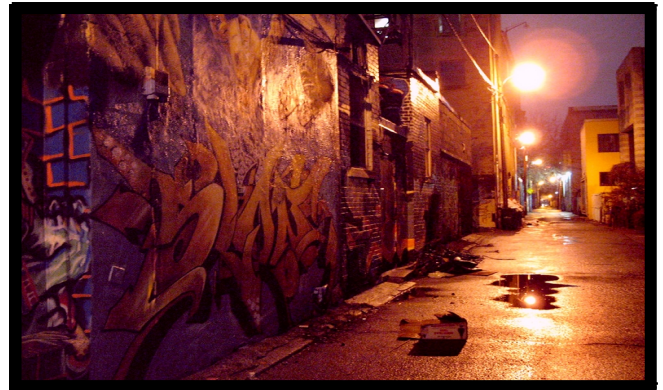
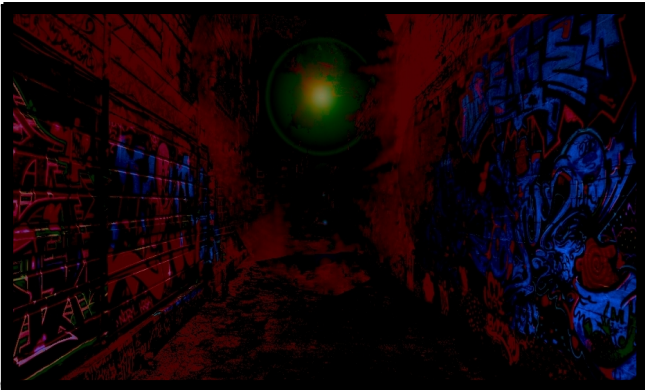


CHAOS CARDS



<p><u>ITCHY.....TASTY....</u></p> <p>As walk through the alley passing the nearby Human Testing Lab where junkies can get some quick dollar you notice a Green Mist seeping out a nearby Sewer. This shit BURNS like Acid! Foaming at the Mouth and scratching off chunks of flesh you have a sudden hunger that consumes your mind and possesses your body..</p> <p>For the Next 3 Turns you can ONLY move this Player Piece. This Player Piece will Lose ALL Held Cards. During These 3 Turns this player can not die and will Hold this Card as a Weapon Card. At the end of the 3rd turn the holder of this card will die.</p>	
<p><u>1 BAD BATCH</u></p> <p>You find a Junkie with a needle hanging out his arm when suddenly it gives you an idea... any dodgy gear like that could make an extremely deadly weapon, you pull it from his arm and keep it ready to use!!</p> 	<p>POWER</p> <p>10</p> <p>RANGE</p> <p>1</p>
<p><u>BODY ARMOUR</u></p> <p>You find a dead body in the ally! Although his brains are splattered across the floor, he appears to be wearing Mint condition Body Armour, Too good to go to waste, Take it for yourself.</p> 	
<p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p>	



<p><u>PLASMA RIFLE</u></p> <p>You get abducted by Aliens. They take turns conducting "Experiments" and then dump all of their trash at the park. Luckily, it included you, as well as, a depleted plasma rifle. Your not sure how you got here or why your butt hurts but your happy with your newly acquired toy.</p> 	
<p>Remove player piece for the rest of this turn, at the start of your next turn place piece on any Footpath Square inside the Park</p> <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	<p>POWER</p> <p>11</p> <p>RANGE</p> <p>6</p>
<p><u>SAIYAN PRINCE</u></p> <p>You see some crazy looking dude on his knees shouting "KAKAROT!!" at the sky, his gibberish annoys you so you pick up a half eaten can of beans and throw at him. The freak starts eating them then jumps to his feet. He curses you for "helping him" and In an attempt to restore his Pride he offers to show you the true Power of a Saiyan by Obliterating anyone on this Planet!!!!</p> 	
<p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>TARGET ANY PLAYER PIECE ON THE BOARD AND KILL THEM INSTANTLY</p>	

DARK ALLEYWAY CHAOS CARDS (BACK)



CHAOS CARDS

<p><u>ITCHY.....TASTY....</u></p> <p>As walk through the alley passing the nearby Human Testing Lab where junkies can get some quick dollar you notice a Green Mist seeping out a nearby Sewer. This shit BURNS like Acid! Foaming at the Mouth and scratching off chunks of flesh you have a sudden hunger that consumes your mind and possesses your body..</p> <p>For the Next 3 Turns you can ONLY move this Player Piece. This Player Piece will Lose ALL Held Cards. During These 3 Turns this player can not die and will Hold this Card as a Weapon Card. At the end of the 3rd turn the holder of this card will die.</p>	
<p><u>1 BAD BATCH</u></p> <p>You find a Junkie with a needle hanging out his arm when suddenly it gives you an idea... any dodgy gear like that could make an extremely deadly weapon, you pull it from his arm and keep it ready to use!!</p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	<p>POWER 10</p> <p>RANGE 1</p>
<p><u>BODY ARMOUR</u></p> <p>You find a dead body in the ally! Although his brains are splattered across the floor, he appears to be wearing Mint condition Body Armour, Too good to go to waste, Take it for yourself.</p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD</p>	

<p><u>PLASMA RIFLE</u></p> <p>You get abducted by Aliens. They take turns conducting "Experiments" and then dump all of their trash at the park. Luckily, it included you, as well as, a depleted plasma rifle. Your not sure how you got here or why your butt hurts but your happy with your newly acquired toy.</p>  <p>Remove player piece for the rest of this turn, at the start of your next turn place piece on any Footpath Square inside the Park</p> <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p>	
<p>POWER 11</p> <p>RANGE 6</p>	
<p><u>SAIYAN PRINCE</u></p> <p>You see some crazy looking dude on his knees shouting "KAKAROT!!" at the sky, his gibberish annoys you so you pick up a half eaten can of beans and throw at him. The freak starts eating them then jumps to his feet. He curses you for "helping him" and In an attempt to restore his Pride he offers to show you the true Power of a Saiyan by Obliterating anyone on this Planet!!!!</p>  <p><u>SECONDARY WEAPON CARD</u> (Single use only)</p> <p>TARGET ANY PLAYER PIECE ON THE BOARD AND KILL THEM INSTANTLY</p>	

DARK ALLEYWAY CHAOS CARDS (BACK)

